

ABSTRACT

A card game apparatus 12 includes an image sensor 54. The image sensor photographs a design (31: Figure 2) printed on a card 30. A photographic signal from the image sensor is sampled by a game processor 64, and is further re-sampled to form a 5 photographic pixel data array. A ROM 66 is provided with a database (67A: Figure 7) which is assigned a comparison data array and a card ID for each entry. By searching the database based on the photographic pixel data array, the processor 64 obtains one card ID and displays card data of the card identified by the card ID on a television monitor.